

AMENDMENTS

In the Specification

Corrections to Page 8, Figures 29-32 Descriptions

Figure ~~2829~~ illustrates another preferred embodiment of the apparatus of the present invention including a computer, a tactile subsystem, a visual subsystem and an audio subsystem in a housing;

Figure ~~2930~~ illustrates another preferred embodiment of the apparatus of the present invention including a computer, a tactile subsystem, a visual subsystem and an audio subsystem in a housing;

Figure ~~3031~~ illustrates another preferred embodiment of the apparatus of the present invention including a computer, a tactile subsystem, a visual subsystem and an audio subsystem in a housing; and

Figure ~~3132~~ illustrates another preferred embodiment of the apparatus of the present invention including a computer, a tactile subsystem, a visual subsystem and an audio subsystem in a housing.

Referring now to Figure ~~2829~~, another preferred embodiment of a simulation unit, generally ~~400~~ is shown to include a housing ~~402~~ generally made of any structural material preferably plastic having skin like characteristic as is well known in the art, a computer control unit ~~404~~, a first and second tactile output device ~~406~~ and ~~408~~, a visual output device ~~410~~, an audio output device ~~412~~ and a connector for power ~~414~~, which can be a cable leading to a standard AC power outlet, a cable to a DC power supply or to a battery. The computer control unit ~~404~~ is connected to the output devices via communication channels ~~416~~ which may be wires, sonic transmitter/receiver units, RF transmitter/receiver units or other transmitter/receiver units paired on the computer and output devices. The unit ~~400~~ can be used to simulate heart sounds, visual motion, and pulse feeling in a temporally correlated fashion, *i.e.*, the heart sounds are correlated with the pulse rhythms and the motion. The tactile output devices ~~406~~ and ~~408~~ are designed to simulate left and right pulse rhythms; the visual output device ~~410~~ simulates visual skin coloring and other visual symptoms of a condition including simulated motion; the audio output device ~~412~~ simulates heart sounds and other internal body sounds; while the computer ~~404~~ controls the data going to the output devices.

Referring now to Figure 2930, another preferred embodiment of a simulation unit, generally **500** is shown to include a housing **502** generally made of any structural material preferably plastic having skin like characteristic as is well known in the art, a computer control unit **504**, a first and second tactile output device **506** and **508**, a visual output device **510**, a audio output device **512**, a motion output device **514** and a connector for power **516**, which can be a cable leading to a standard AC power outlet, a cable to a DC power supply or to a battery. The computer control unit **504** is connected to the output devices via communication channels **518** which may be wires, sonic transmitter/receiver units, RF transmitter/receiver units or other transmitter/receiver units paired on the computer and output devices. The unit **500** can be used to simulate heart sounds, visual motion, and pulse feeling in a temporally correlated fashion, *i.e.*, the heart sounds are correlated with the pulse rhythms and the motion. The unit **500** can be used to simulate heart sounds, visual motion, and pulse feeling in a temporally correlated fashion, *i.e.*, the heart sounds are correlated with the pulse rhythms and the motion. The tactile output devices **506** and **508** are designed to simulate left and right pulse rhythms; the visual output device **510** simulates visual skin coloring and other visual symptoms of a condition including simulated motion; the audio output device **512** simulates heart sounds and other internal body sounds; the motion output device **514** simulates motion of the housing; while the computer **504** controls the data going to the output devices.

The previously two simulation apparatus are designed to operate according to a pre-programmed instructional lesson. However, the housing can include buttons that allow selection of the simulations or lessons. The simulators also include software for smoothly changing from outputs associated with one condition to outputs associated with another condition to the that the user can develop the skills to differentiation between the symptoms of closely related abnormalities or between a normal condition and an abnormality.

Referring now to Figure 3031, another preferred embodiment of a simulation unit, generally **600** is shown to include a housing **602** generally made of any structural material preferably plastic having skin like characteristic as is well known in the art, a computer control unit **604** having an input unit **606**, *e.g.*, a mouse and an output unit **608**, *e.g.*, a CRT or flat screen, a first and second tactile output device **610** and **612**, a visual output device **614**, an audio output device **616** and a connector for power **618**, which can be a cable leading to a standard AC power outlet, a cable to a DC power supply or to a battery. The computer control unit **604** is connected to the output devices

via communication channels 620 which may be wires, sonic transmitter/receiver units, RF transmitter/receiver units or other transmitter/receiver units paired on the computer and output devices. The unit 600 can be used to simulate heart sounds, visual motion, and pulse feeling in a temporally correlated fashion, *i.e.*, the heart sounds are correlated with the pulse rhythms and the motion. The tactile output devices 610 and 612 are designed to simulate left and right pulse rhythms; the visual output device 614 simulates visual skin coloring and other visual symptoms of a condition including simulated motion; the audio output device 616 simulates heart sounds and other internal body sounds; while the computer 604 controls the data going to the output devices and the input unit 606 and the output unit 608 control interaction with the user.

Referring now to Figure 3132, another preferred embodiment of a simulation unit, generally 700 is shown to include a housing 702 generally made of any structural material preferably plastic having skin like characteristic as is well known in the art, a computer control unit 704 having an input unit 706, *e.g.*, a mouse and an output unit 708, *e.g.*, a CRT or flat screen, , a first and second tactile output device 710 and 712, a visual output device 714, a audio output device 716, a motion output device 718 and a connector for power 720, which can be a cable leading to a standard AC power outlet, a cable to a DC power supply or to a battery. The computer control unit 704 is connected to the output devices via communication channels 722 which may be wires, sonic transmitter/receiver units, RF transmitter/receiver units or other transmitter/receiver units paired on the computer and output devices. The unit 700 can be used to simulate heart sounds, visual motion, and pulse feeling in a temporally correlated fashion, *i.e.*, the heart sounds are correlated with the pulse rhythms and the motion. The unit 700 can be used to simulate heart sounds, visual motion, and pulse feeling in a temporally correlated fashion, *i.e.*, the heart sounds are correlated with the pulse rhythms and the motion. The tactile output devices 706 and 708 are designed to simulate left and right pulse rhythms; the visual output device 710 simulates visual skin coloring and other visual symptoms of a condition including simulated motion; the audio output device 712 simulates heart sounds and other internal body sounds; the motion output device 714 simulates motion of the housing; while the computer 704 controls the data going to the output devices and the input unit 606 and the output unit 608 control interaction with the user.